

Name(s) _____ Period _____ Date _____

Activity Guide - Burger Class FRQ [KEY]



Burger Class FRQ

A food truck has opened in the neighborhood. The food truck menu includes a variety of burgers, fries, salads, drinks, and milkshakes. Each menu item has a name and a price. The MenuItem superclass is shown below.

```
public class MenuItem {
    private String name;
    private double price;

    /** Constructs a MenuItem object with a name and a price */
    public MenuItem(String name, double price)
    { /* implementation not shown */ }

    /** Returns the name of the menu item */
    public String getName()
    { /* implementation not shown */ }

    /** Returns the price of the menu item */
    public double getPrice()
    { /* implementation not shown */ }

    // There may be instance variables, constructors, and methods not shown
}
```

The food truck menu consists of a variety of MenuItem subclasses. Your task will be to write the Burger class. The Burger class, which extends the MenuItem superclass, includes a constructor and the following methods:

- A getCheeseStatus() method, which should return true if the Burger object has cheese and false if the Burger object does not have cheese.
- A setCheeseStatus() method, which accepts a boolean parameter to update the attribute that describes if the Burger object has cheese or not.
- A toString() method, which returns a String containing the text "Thank you for visiting our food truck. Enjoy your (name of Burger object)."

The following table contains sample code execution and the corresponding results.

Statements and Expressions	Value Returned (blank if no value)
<pre>Burger burger1 = new Burger("double burger", 5.75, true);</pre>	
<pre>burger1.getPrice();</pre>	5.75
<pre>burger1.getName();</pre>	"double burger"
<pre>burger1.getCheeseStatus();</pre>	true
<pre>burger1.setCheeseStatus(false);</pre>	
<pre>burger1.getCheeseStatus();</pre>	false
<pre>burger1.toString();</pre>	"Thank you for visiting our food truck. Enjoy your double burger."

FRQ Response

Write the complete Burger class, including the constructor and any required instance variables and methods. Your implementation must meet all specifications and conform to the example on the previous page.

```
public class Burger extends MenuItem {
    // Instance variable
    private boolean hasCheese;

    // Constructor with three parameters
    public Burger(String name, double price, boolean cheese) {
        super(name, price);
        hasCheese = cheese;
    }

    // Accessor method for hasCheese
    public boolean getCheeseStatus() {
        return hasCheese;
    }

    // Mutator method for hasCheese
    public void setCheeseStatus(boolean cheese) {
        hasCheese = cheese;
    }

    // toString method returns statement that includes name of burger
    public String toString() {
        return "Thank you for visiting our food truck. Enjoy your " + getName();
    }
}
```

Reflection

Assess your solution using the Scoring Guidelines and provide brief responses (1-2 sentences each) to the following questions:

1. For which rows on the Scoring Guidelines did you get the full point?
2. What information did you highlight and/or annotate in the original FRQ that helped you get the full point for these rows?
3. Which rows on the Scoring Guidelines are you still confused about?
4. If you were giving tips to other students completing this FRQ, what advice would you give them?

Rate your experience answering this FRQ by coloring in the stars.

I understood what the FRQ was asking me to do.



I am confident I can tackle similar FRQs.



The materials covered in this unit prepared me for this FRQ.



I'm looking forward to answering more FRQs throughout the course.

